

When you join the College of Dashing Swordsman at 3rd level, you learn Vicious Mockery and True Strike. If you already have these cantrips, you may one other from the Bard cantrip spell list for each one you know.

At 3rd level, you learn how to manipulate words and the story so that you come out on top.

> Heroic Demeanor

> > Any time you would take damage, you can use your reaction to expend a bardic inspiration die to reduce the damage by the amount rolled + your Bard level

> Sharp Wit

> > When you attack in melee with a finesse weapon you are proficient with, you may add your Charisma modifier to your attack rolls and damage rolls, instead of your Dexterity modifier, as long as you say a funny pun, catch phrase or joke when you attack. When you attack with a rapier, you may use a bonus action to make an attack with a dagger in your off hand. You need only say one joke or pun a turn.

> Mocking Attack

> > When you would attack, you may cast Vicious Mockery to replace any attack you make as long as you are within 5 feet of the target. This can only be done if you are wielding a finesse weapon you are proficient with in melee. You may only target one creature per turn, although you may cast Vicious Mockery multiple times on the same creature. This provokes opportunity attacks from the creature you target.

Extra Attack

> Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Rapier Wit

> Starting at 14th level, whenever you use Sharp Wit, you crit on a 19 or a 20.

Surprise

> Starting at 14th level, whenever you use Heroic Demeanor, you may use Mocking Attack once.